



Appendix

BEST AVAILABLE COPY

OVER
10,000
ENTRIES

Microsoft

Computer Dictionary

Fifth Edition

- Fully updated with the latest technologies, terms, and acronyms
- Easy to read, expertly illustrated
- Definitive coverage of hardware, software, the Internet, and more!



BEST AVAILABLE COPY

BEST AVAILABLE COPY

PUBLISHED BY

Microsoft Press
A Division of Microsoft Corporation
One Microsoft Way
Redmond, Washington 98052-6399

Copyright © 2002 by Microsoft Corporation

All rights reserved. No part of the contents of this book may be reproduced or transmitted in any form or by any means without the written permission of the publisher.

Library of Congress Cataloging-in-Publication Data
Microsoft Computer Dictionary.--5th ed.

p. ; cm.

ISBN 0-7356-1495-4

1. Computers--Dictionaries. 2. Microcomputers--Dictionaries.

AQ76.5. M52267 2002
004'.03--dc21

200219714

Printed and bound in the United States of America.

1 2 3 4 5 6 7 8 9 QWT 7 6 5 4 3 2

Distributed in Canada by Penguin Books Canada Limited.

A CIP catalogue record for this book is available from the British Library.

Microsoft Press books are available through booksellers and distributors worldwide. For further information about international editions, contact your local Microsoft Corporation office or contact Microsoft Press International directly at fax (425) 936-7329. Visit our Web site at www.microsoft.com/mspress. Send comments to mspinput@microsoft.com.

Active Desktop, Active Directory, ActiveMovie, ActiveStore, ActiveSync, ActiveX, Authenticode, BackOffice, BizTalk, ClearType, Direct3D, DirectAnimation, DirectDraw, DirectInput, DirectMusic, DirectPlay, DirectShow, DirectSound, DirectX, Entourage, FoxPro, FrontPage, Hotmail, IntelliEye, IntelliMouse, IntelliSense, JScript, MapPoint, Microsoft, Microsoft Press, Mobile Explorer, MS-DOS, MSN, Music Central, NetMeeting, Outlook, PhotoDraw, PowerPoint, SharePoint, UltimateTV, Visio, Visual Basic, Visual C++, Visual FoxPro, Visual InterDev, Visual J++, Visual SourceSafe, Visual Studio, Win32, Win32s, Windows, Windows Media, Windows NT, Xbox are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. Other product and company names mentioned herein may be the trademarks of their respective owners.

The example companies, organizations, products, domain names, e-mail addresses, logos, people, places, and events depicted herein are fictitious. No association with any real company, organization, product, domain name, e-mail address, logo, person, place, or event is intended or should be inferred.

Acquisitions Editor: Alex Blanton

Project Editor: Sandra Haynes

Body Part No. X08-41929

E

BEST AVAILABLE COPY

E

e *n.* The symbol for the base of the natural logarithm 2.71828. Introduced by Leonhard Euler in the mid-eighteenth century, *e* is a fundamental mathematical constant used in calculus, science, engineering, and programming languages, as in logarithmic and exponential functions in C and Basic.

e- *prefix* Short for electronic. A prefix indicating that a word refers to the computer-based version of some traditionally nonelectronic term, as e-mail, e-commerce, and e-money.

E- *prefix* See *exa-*.

E3 *n.* Acronym for Electronic Entertainment Expo. A major convention where game industry developers, manufacturers, and publishers demonstrate their latest wares.

EAI *n.* Acronym for Enterprise Application Integration. The process of coordinating the operation of the various programs, databases, and existing technologies of a business or enterprise so that they function as an efficient, business-wide system.

early binding *n.* See *static binding*.

EAROM *n.* Acronym for electrically alterable read-only memory. See *EEPROM*.

Easter egg *n.* A hidden feature of a computer program. It may be a hidden command, an animation, a humorous message, or a list of credits for the people who developed the program. In order to display an Easter egg, a user often must enter an obscure series of keystrokes.

ev sdropper *n.* See *lurker*.

EBCDIC *n.* Acronym for Extended Binary Coded Decimal Interchange Code. An IBM code that uses 8 bits to represent 256 possible characters, including text, numbers, punctuation marks, and transmission control characters. It is used primarily in IBM mainframes and minicomputers. Compare *ASCII*.

e-bomb *n.* Short for e-mail bomb. A technique used by some hackers in which a target is put on a large number of mailing lists so that network traffic and storage are tied up by e-mail sent by other mailing list subscribers to the lists' recipients.

e-book *n.* Format allowing books and other large texts to be downloaded from a Web site and viewed digitally. Typically, reading an e-book requires using a small computer appliance that is about the size of a paperback book and consists of a display screen and basic controls. Users can bookmark, highlight, or annotate text, but rights management features may prevent users from e-mailing, printing, or otherwise sharing e-book contents. Also called: *electronic book*.

e-cash *n.* See *e-money*.

ECC *n.* See *error-correction coding*.

echo¹ *n.* In communications, a signal transmitted back to the sender that is distinct from the original signal. Network connections can be tested by sending an echo back to the main computer.

echo² *vb.* To transmit a received signal back to the sender. Computer programs, such as MS-DOS and OS/2, can be commanded to echo input by displaying data on the screen as it is received from the keyboard. Data communications circuits may echo text back to the originating terminal to confirm that it has been received.

echo cancellation *n.* A technique for eliminating unwanted incoming transmissions in a modem that are echoes of the modem's own transmission. The modem sends a modified, reversed version of its transmission on its receiving path, thus erasing echoes while leaving incoming data intact. Echo cancellation is standard in V.32 modems.

echo check *n.* In communications, a method for verifying the accuracy of transmitted data by retransmitting it to the sender, which compares the echoed signal with the original.

echo loop attack *n.* A form of denial of service (DoS) attack in which a connection is established between User Datagram Protocol (UDP) services on two or more host machines that bounce an increasing volume of packets back and forth. The echo loop attack ties up the host machines and causes network congestion.

echoplex

echoplex *n.* In a detection. The receiver's screen check for accuracy.

echo suppression *n.* Preventing echoes in signals from the channel. For mod frequency, the echo two-way transmission high-pitched tone.

ECL *n.* See *emitter-coupled logic*.

ECMA *n.* Acronym for European Computer Manufacturers Association. Its standard formatted text and original formatting.

ECMAScript *n.* A language specific Manufacturers Association. This language was created by Microsoft and Netscape.

ECML *n.* See *Electronic Commerce Markup Language*.

e-commerce *n.* Commercial activity that is connected through the Internet. It occurs between a business and a consumer online information (BBS), or between two businesses through electronic mail. See *e-mail*.

ECP *n.* Acronym for Electronic Commerce Protocol, developed by the International Telecommunications Union (ITU) in 1984 standard, which is compatible with the parallel processing of the host machines.

e-cr dit *n.* See *e-commerce*.